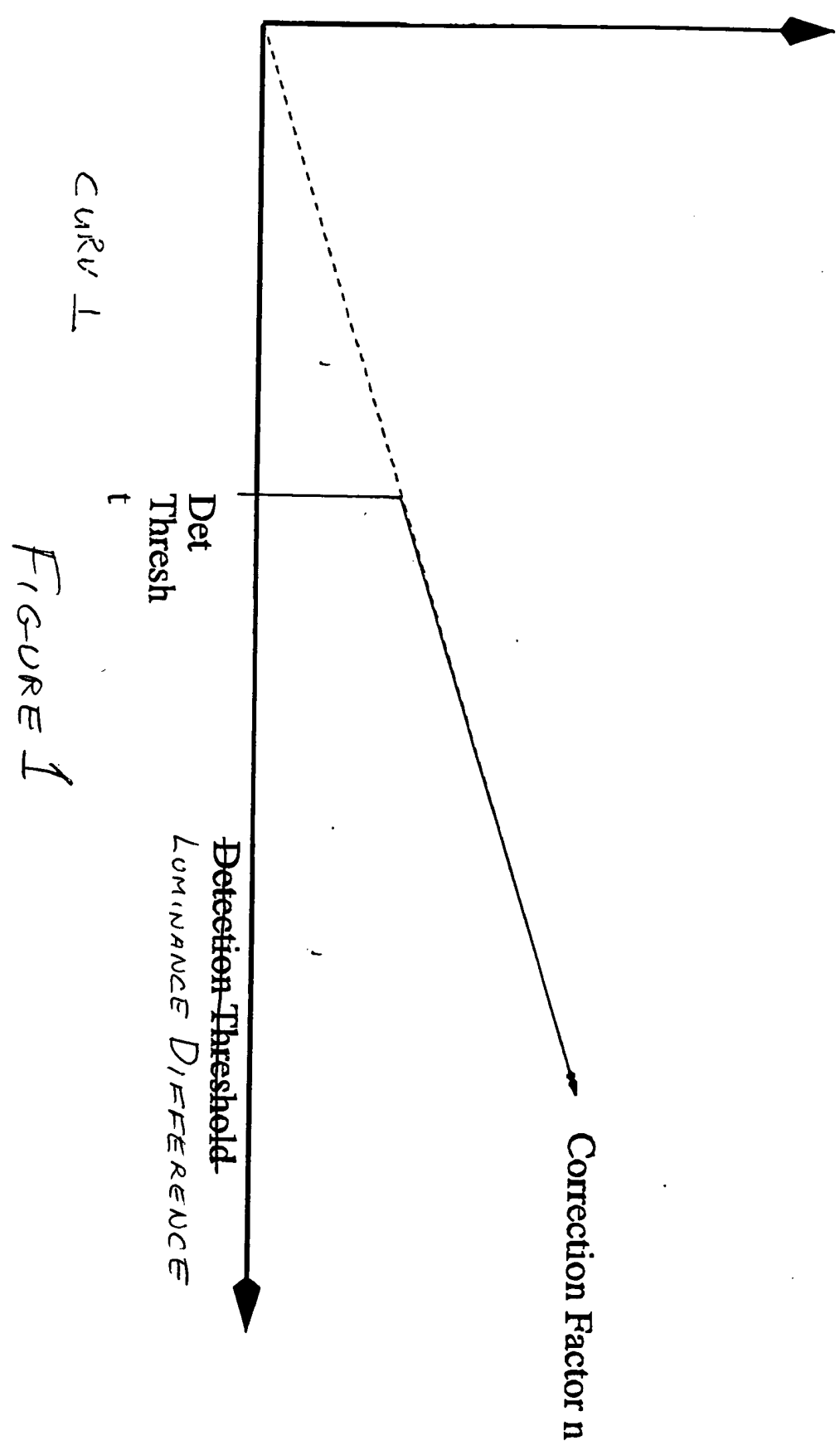
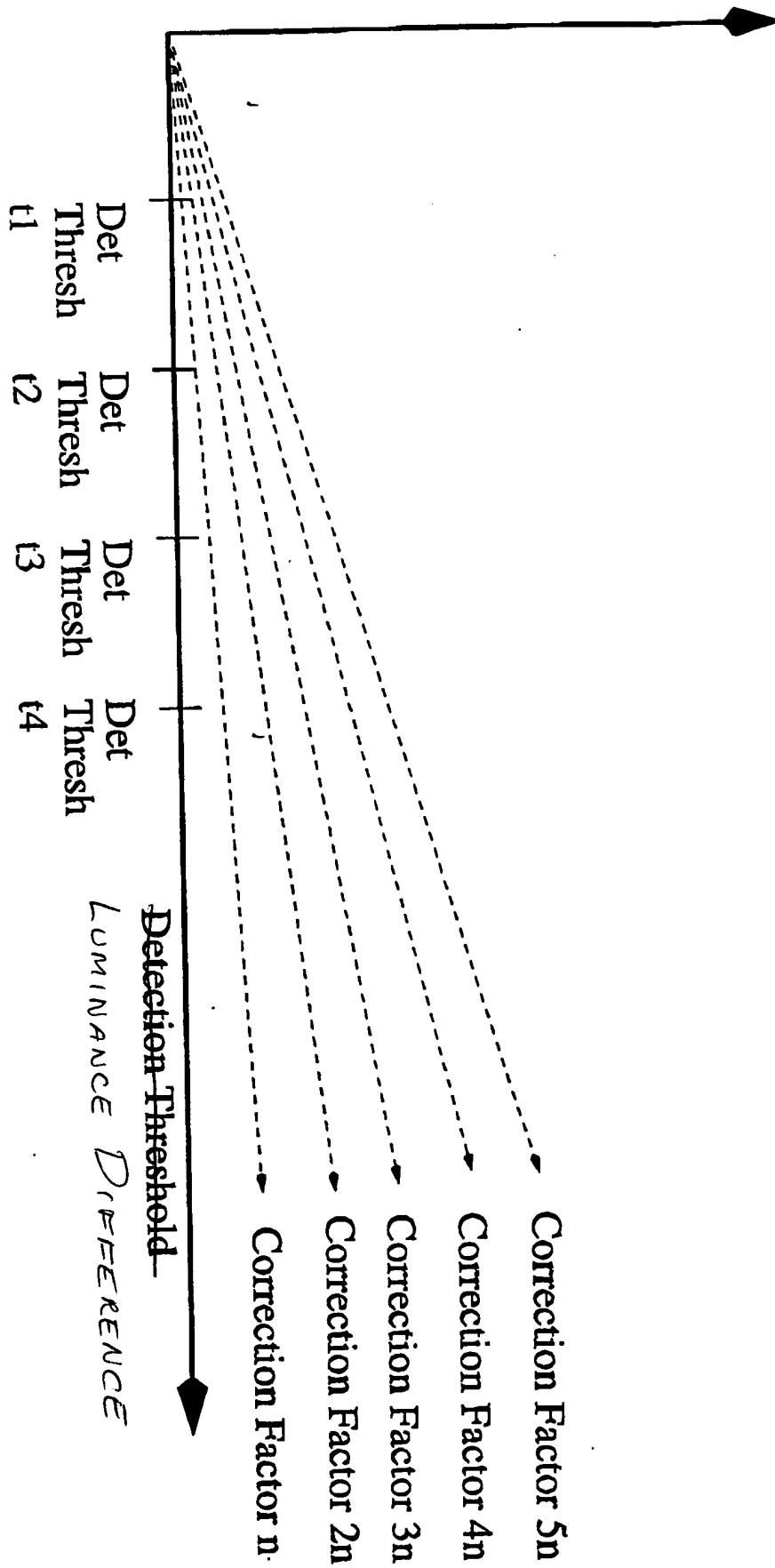


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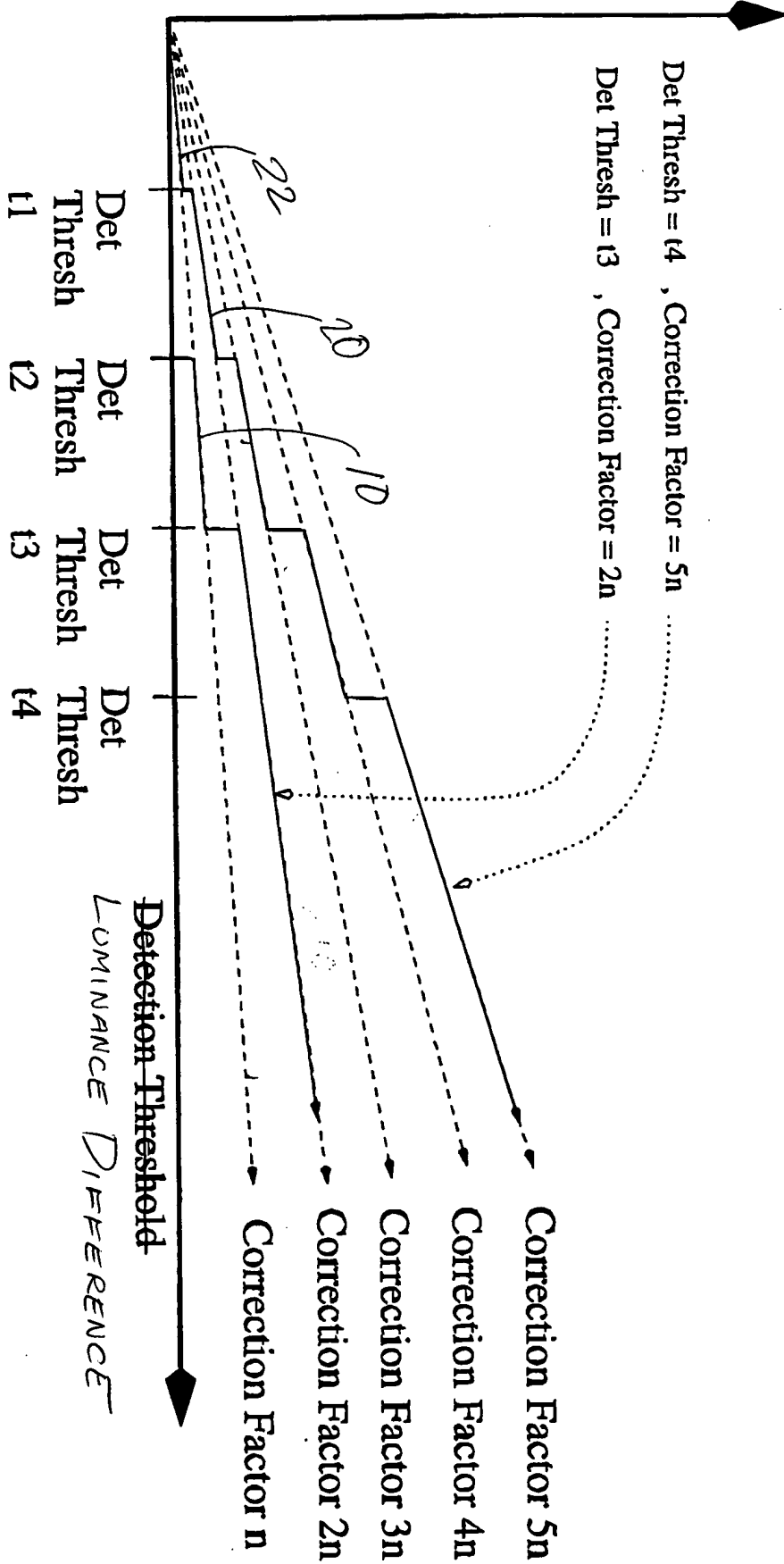
Correction Amount



CURV 2

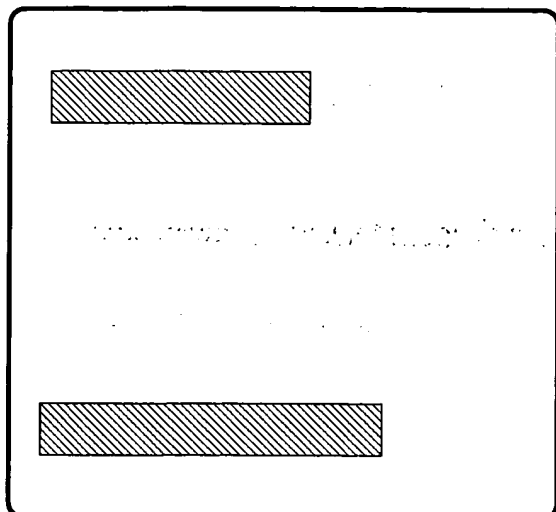
FIGURE 2

# Correction Amount

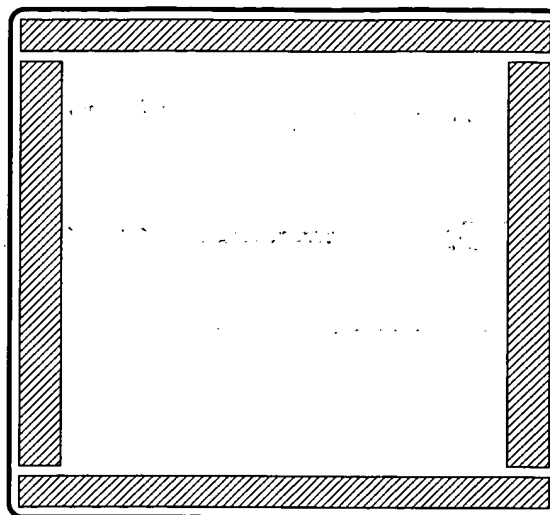


CURV3  
FIGURE 3

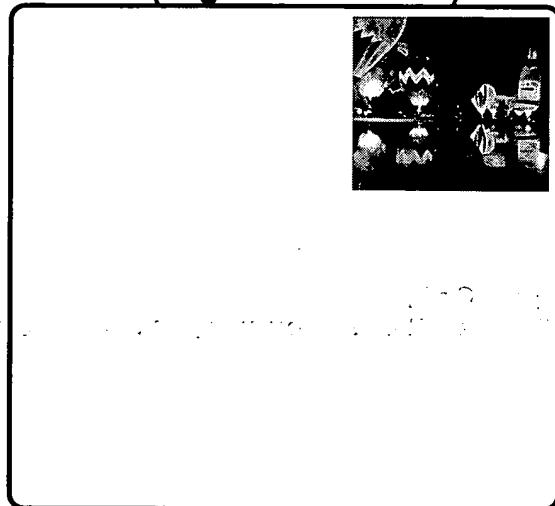
Plane 1 ( e.g. Graphics)



Plane 2 ( e.g. Graphics)



Plane 3 ( e.g. Scaled Video)



Plane 4 ( e.g. Graphics)

Plane 4 text Plane 4 text Plane 4 text  
Plane 4 text Plane 4 text Plane 4 text  
Plane 4 text Plane 4 text Plane 4 text  
Plane 4 text Plane 4 text Plane 4 text  
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Plane 4 text Plane 4 text Plane 4 text  
Plane 4 text Plane 4 text Plane 4 text  
Plane 4 text Plane 4 text Plane 4 text

Plane 5 ( e.g. Video)

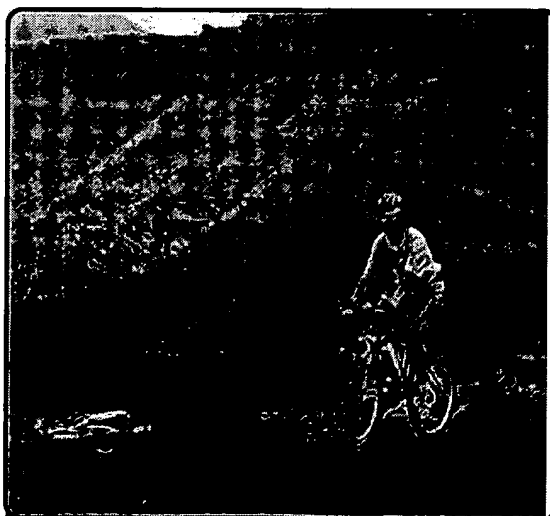


FIGURE 4

# 5 Plane Composite

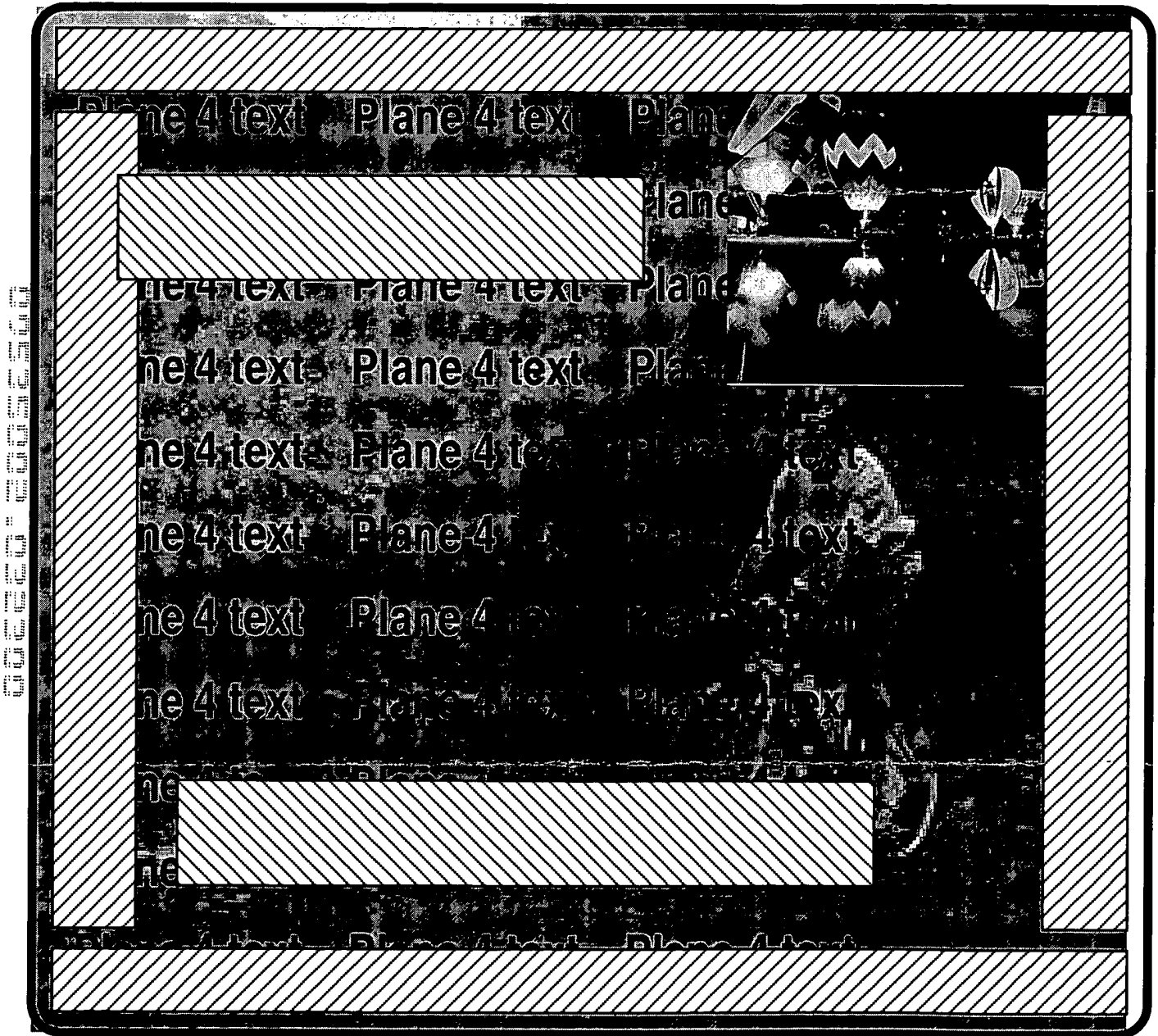
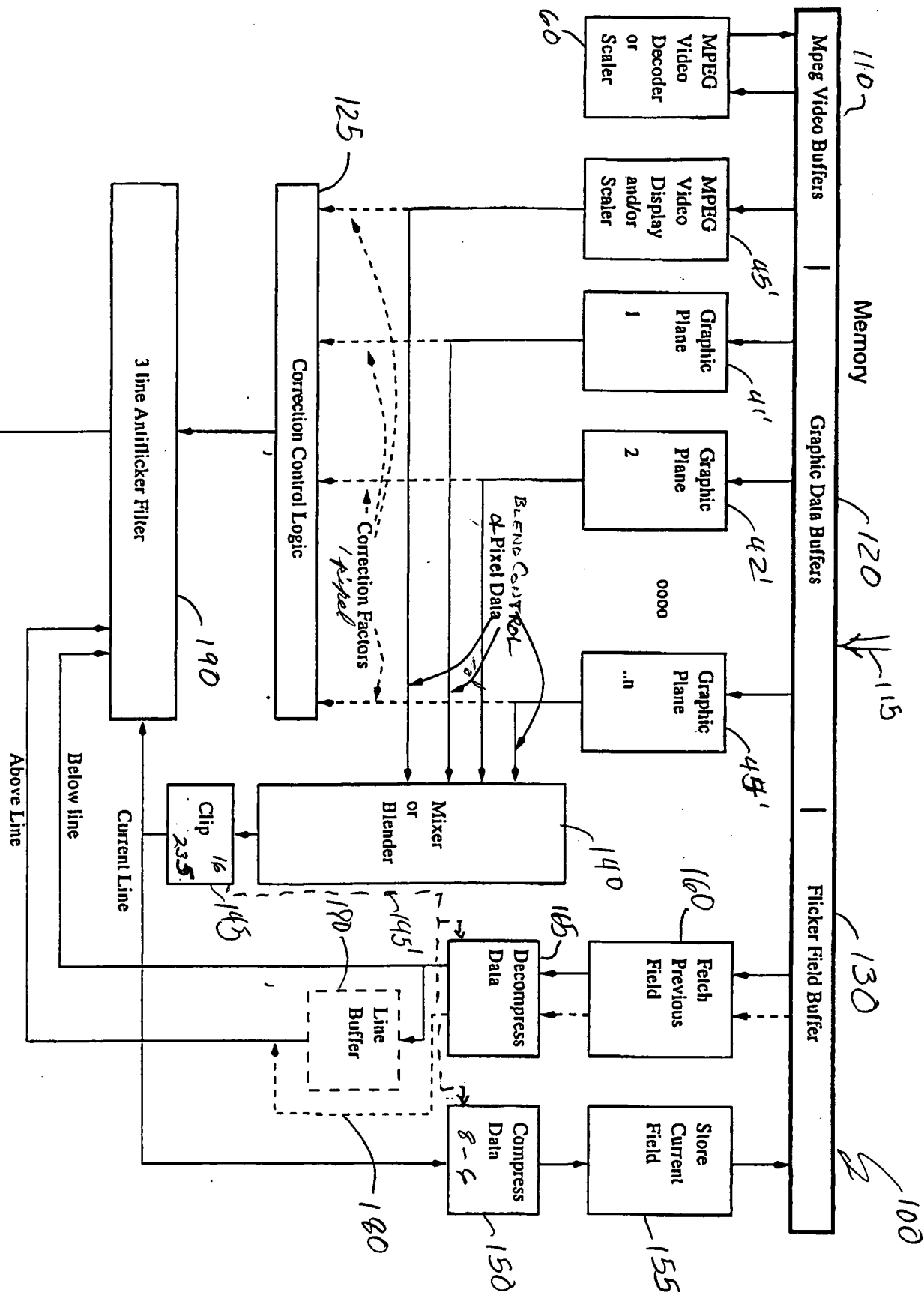


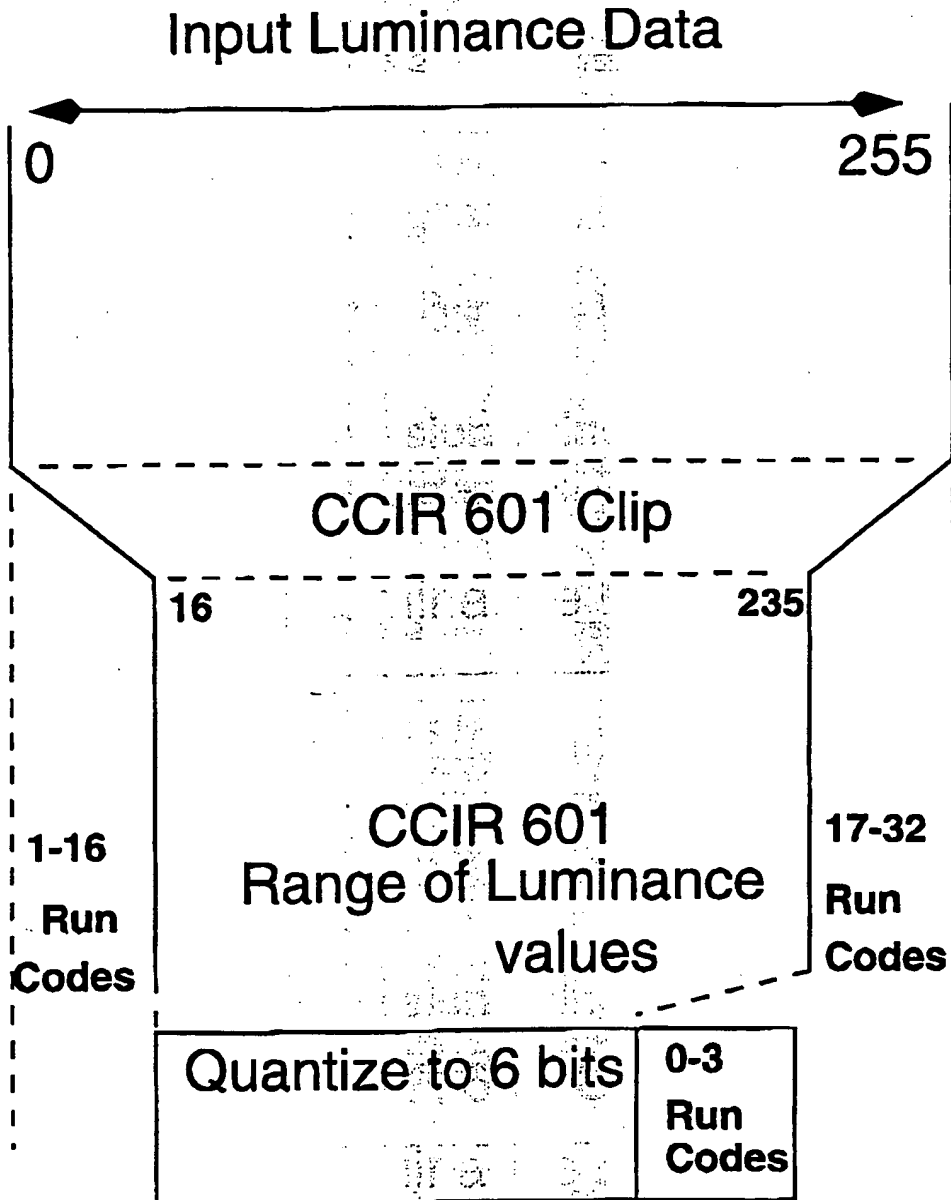
FIGURE 5



## Display Output to Digital Encoder

FIGURE 6

## Example of Compression using Quantize of 2 bits and 32 Possible Extended Run Codes



*for above & below lines*

FIGURE 7

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# Example of Compression using Quantizaion of 2 bits with 32 Possible Extended Run Codes

Input Pixel #	Luminamce Data(8 bits)	Compressed Data (8 bits)	Compressed Output Data
1	A	A(6 bits)    "00"	0
2	B		
3	B	B(6 bits)    "01"	1
4	C	C(6 bits)    "00"	2
5	D		
6	D		
7	D		
8	D	D(6 bits)    "11"	3
9	D		
10	D		
11	D		
12	.		
13	.		
14	.		
15	.		
16	D		
17	D		
18	D		
19	D	"0000"    "1111"	4
20	E		
21	E		
22	E		
23	E		
24	E	E(6 bits)    "11"	5
25	E		
26	.		
27	.		
28	E		
29	E		
30	E		
31	E	"1111"    "1111"	6
32	F		
33	F	F(6 bits)    "01"	7
34	G		

Note: || means concatenation

FIGURE 8

memory address  
location  
for compressed  
data  
in FF  
buffer

MSB  
LSB  
flag  
extended run  
(illegal data value)  
run  
0-15

18-32



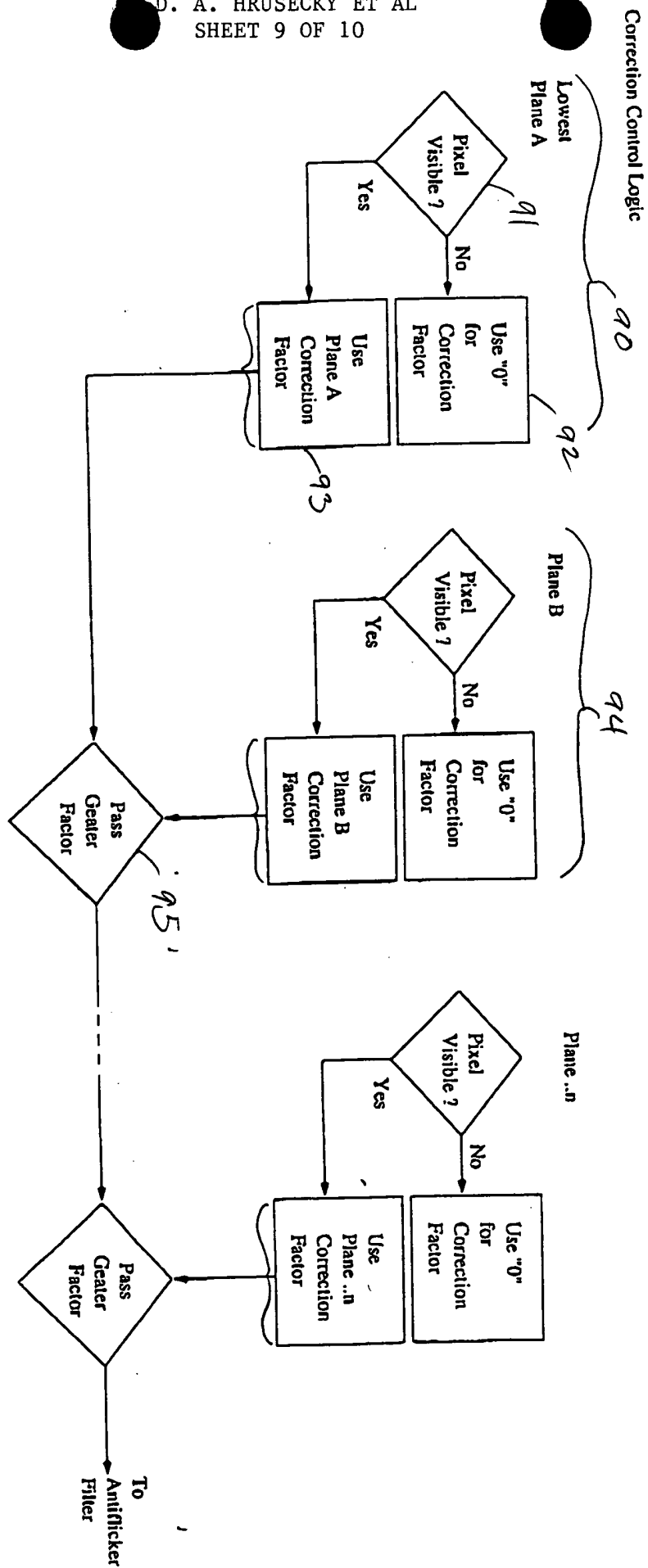


FIGURE 9

# Correction Amount

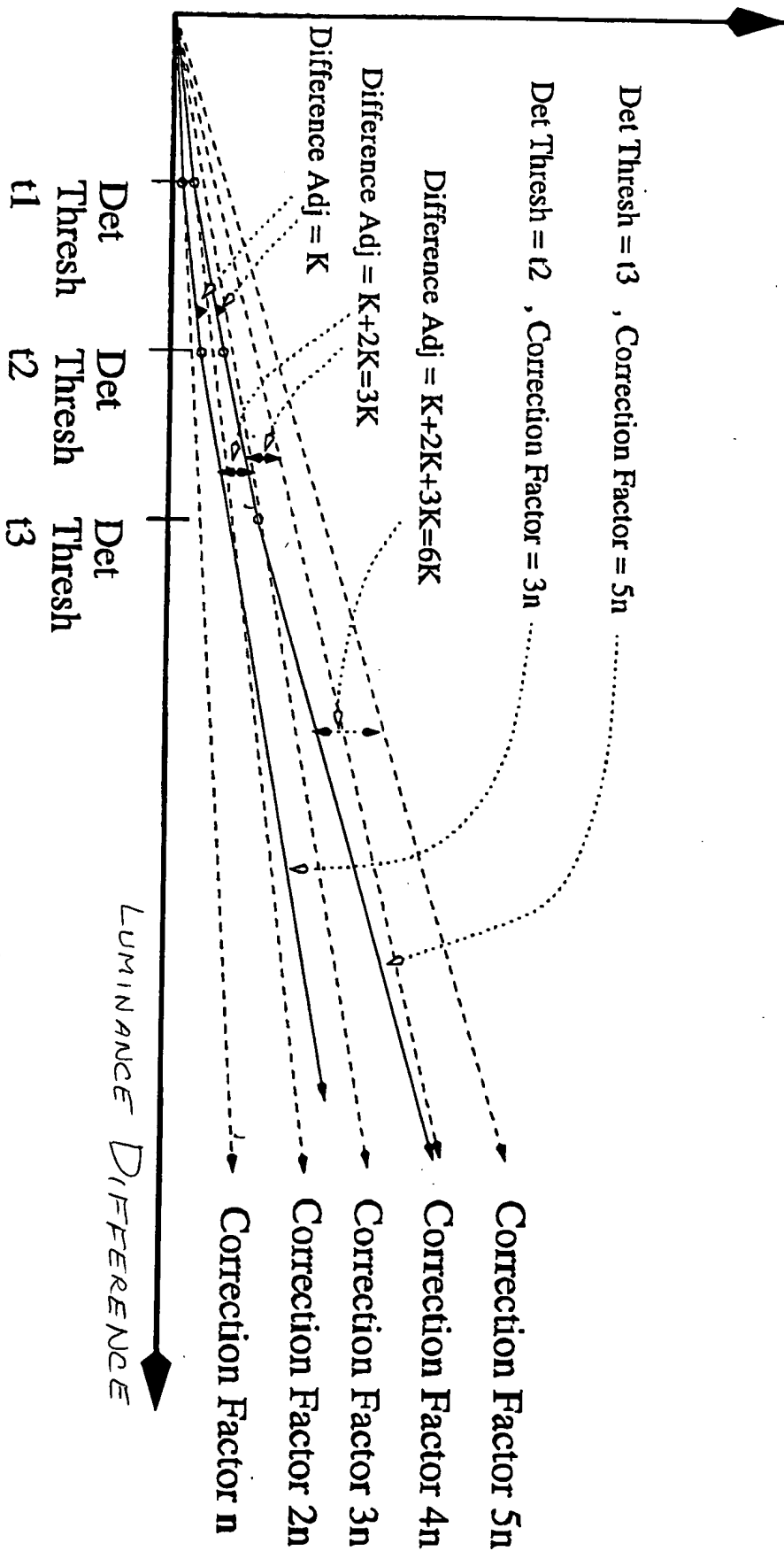


Figure 10

CURV5